PARA-ELEMENTALS

Primal Spirits of Planes Betwixt

Habitat: Planar (Para-Elemental Planes); **Treasure:** None

Para-elementals are powerful spirits formed from the merging of two elemental energies. They are most common in places where multiple strong elemental forces are present in equal measure. Because they are formed from the synthesis of two primal forces, they can be difficult to predict, and inherently more dangerous to interact with.

Ice Elementals

Ice elementals form in places of extreme cold. As beings of both water and air, they reside in the regions where the Plane of Air and Plane of Water intersect. On the Material Plane, these creatures can be found in the most frigid areas available. They often seek to expand the influence of the ice-cold elemental energy that spawned them by coating the borders of their home in a blanket of ice, gradually extending those borders in all directions.

Despite their fearsome appearance, ice elementals are fairly even-keeled. They speak both Auran and Aquan, and do so slowly in a serene cadence that is accented by high-pitched tinkling.

Ice elementals have solid bodies that change gradually over time as the ice on the exterior of their form continues to build, or melts and refreezes. They may also collect debris in their form over time. Roll on the Ice Elemental Compositions table to inspire the elemental's appearance.

Ice Elemental Compositions

1d6	The Ice Elemental's Body Features...
1	Strange geometric patterns.
2	Many long, jagged spiked growths of ice.
3	Intricate patterns of feathery ice crystals.
4	Frozen blood.
5	Crystal clear sheets of ice.
6	The bones of an ancient creature.

Ice Elemental

Large Elemental, Neutral

AC 17 **Initiative** +8 (18)
HP 119 (14d10 + 42)
Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 18	+4	+4	**DEX** 20	+5	+5	**CON** 16	+3	+3
INT 6	-2	-2	**WIS** 12	+1	+1	**CHA** 7	-2	-2

Vulnerabilities Fire
Resistances Piercing, Slashing
Immunities Poison; **Exhaustion**, **Paralyzed**, **Petrified**, **Poisoned**, **Unconscious**
Senses **Darkvision** 60 ft.; Passive Perception 11
Languages Primordial (Auran, Aquan)
CR 6 (XP 2,300; PB +3)

Traits

Frost Aura. At the end of each of the elemental's turns, each creature in a 10-foot **Emanation** originating from the elemental takes 7 (2d6) Cold damage. Creatures wearing metal armor in the Emanation have Disadvantage on Attack Rolls and Saving Throws.

Ice Glide. The elemental can burrow through nonmagical, unworked ice and snow. While doing so, the elemental doesn't disturb the material it moves through.

Melt. If the elemental takes 20 Fire damage on a single turn, its Speed increases by 10 feet until the end of its next turn.

Actions

Multiattack. The elemental makes two Icicle attacks.

Icicle. *Melee or Ranged Attack Roll:* +8, reach 5 ft. or range 90 ft. *Hit:* 15 (3d6 + 5) Piercing damage plus 7 (2d6) Cold damage.

Blizzard (Recharge 4-6). *Strength Saving Throw:* DC 15, each creature in a 15-foot **Emanation** originating from the elemental. *Failure:* 31 (4d12 + 5) Cold damage, the target's speed decreases by 15 feet until the end of its next turn. *Failure by 5 or More:* The target has the Prone condition. *Success:* Half damage only.

Reactions

Flash Freeze. *Trigger*: A Medium or smaller creature hits the elemental with a melee attack. *Response— Strength Saving Throw:* DC 15. *Failure:* The target is pulled into the elemental's space and becomes frozen to its body. The elemental can have only two targets frozen to it at a time.

While frozen, the target has the Restrained condition. When the elemental moves, the frozen target moves with it.

The frozen target or a creature within 5 feet of the elemental can take an action to make a DC 15 Strength (**Athletics**) check. On a successful check, the target is no longer frozen and moves to an unoccupied space within 5 feet of the elemental.

If the elemental takes 20 Fire damage or more on a single turn, all creatures and objects frozen to it are no longer frozen.

Magma Elementals

Magma elementals are born deep beneath shifting tectonic plates, or within the heart of a volcano, usually on the Elemental Plane of Magma that lies between

the planes of Earth and Fire. These hulking humanoid spirits are quick to anger, erupting into violence at a moment's notice. On the Material Plane, they are typically found in volcanic regions. A magma elemental living in a natural volcano can be disastrous, as their mere presence often causes the volcano to become increasingly volatile and active. These elemental spirits revel in causing eruptions.

The body of a magma elemental is usually made up of shifting lava and molten rock. Their appearance is constantly changing as new plates form from cooling lava on their body's surface, and older stone plates meld back into the creature's form. Magma elementals sometimes have precious gems or metals that make up part of their form. Roll on the Magma Elemental Compositions table to inspire the elemental's appearance.

Magma Elemental Compositions

1d6	The Magma Elemental's Body Features...
1	An ancient magic item, undamaged by the heat.
2	Colorful mineral deposits.
3	Rubble or pieces of a ruined structure.
4	Molten veins of ore.
5	Acrid smoke that stings the eyes.
6	Heavy mounds of cooled slag.

Magma Elemental

Large Elemental, Neutral

AC 16 **Initiative** +3 (13)
HP 147 (14d10 + 70)
Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 20	+5	+5	**DEX** 10	+0	+0	**CON** 20	+5	+5
INT 6	-2	-2	**WIS** 12	+1	+1	**CHA** 6	-2	-2

Resistances Bludgeoning, Cold, Piercing, Slashing, Thunder
Immunities Fire, Poison; **Deafened**, **Exhaustion**, **Paralyzed**, **Petrified**, **Poisoned**, **Restrained**, **Unconscious**

Senses Darkvision 60 ft., Tremorsense 60 ft.; Passive Perception 11
Languages Primordial (Ignan, Terran)
CR 6 (XP 2,300; PB +3)

Traits

Burning Aura. At the end of each of the elemental's turns, each creature in a 10-foot **Emanation** originating from the elemental takes 5 (1d10) Fire damage. Creatures and flammable objects in the Emanation start **burning**.

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental rapidly heats the material it moves through, causing rock to become lava, and sand to become glass.

Illumination. The elemental sheds Bright Light in a 15-foot radius and Dim Light for an additional 15 feet.

Rapid Cooling. If the elemental takes Cold damage, it gains 10 **Temporary Hit Points** and its Speed decreases by 10 feet until the end of its next turn. If the elemental takes damage while it has Temporary Hit Points, obsidian shards explode from its body and each creature in a 10-foot **Emanation** originating from the elemental takes 11 (2d10) Piercing damage.

Actions

Multiattack. The elemental makes two attacks, using Molten Slam or Rock Launch in any combination.

Molten Slam. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 14 (2d8 + 5) Bludgeoning damage plus 10 (4d4) Fire damage. If the target is a creature or a flammable object, it starts **burning**.

Rock Launch. *Ranged Attack Roll:* +8, range 60 ft. *Hit:* 12 (2d6 + 5) Bludgeoning damage plus 5 (2d4) Fire damage. If the target is a Large or smaller creature, it has the **Prone** condition.

Eruption (Recharge 4-6). The elemental erupts with a violent force, hurling burning magma at an area. *Dexterity Saving Throw:* DC 16,each creature in a 5-foot-radius Sphere centered on a point the elemental can see within 90 feet. *Failure:* 18 (2d12 + 5) Bludgeoning damage plus 13 (2d12) Fire damage. *Success:* Half damage only. *Failure or Success:* Each creature within a 10-foot **Emanation** originating from the elemental is **Deafened** until the end of their next turn. The ground within the targeted area becomes difficult terrain, and for the next 10 minutes any creature who ends their turn in the area takes 7 (2d6) Fire damage.

Ooze Elementals

Ooze elementals are the acidic denizens of the Plane of Ooze that divides the border between the Plane of Earth and the Plane of Water. Formed from the elemental energy of both earth and water, these spirits appear as writhing, viscous pools of sentient muck. Ooze elementals speak both Aquan and Terran, speaking with deep gurgling voices that bubble to the surface of their body.

The form of an ooze elemental is constantly shifting in a similar fashion to that of a water elemental, though with much less speed and more deliberate motion. Roll on the Ooze Elemental Compositions table to inspire the elemental's appearance.

Ooze Elemental Compositions

1d6	The Ooze Elemental's Body Features...
1	Un-desolved fragments of adamantine.
2	Sickening fumes that sting the lungs.
3	Clumps of wilted plant matter.
4	Skeletons of many small creatures.

1d6	The Ooze Elemental's Body Features...
1	Un-desolved fragments of adamantine.
2	Sickening fumes that sting the lungs.
3	Clumps of wilted plant matter.
5	Near-boiling temperatures.
6	A shimmering oil slick that coats its form.

Ooze Elemental

Large Elemental, Neutral

AC 16 **Initiative** +4 (14)
HP 133 (14d10 + 56)
Speed 30 ft., Swim 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 20	+5	+5	**DEX** 13	+1	+1	**CON** 19	+4	+4
INT 5	-3	-3	**WIS** 12	+1	+1	**CHA** 7	-2	-2

Resistances Bludgeoning, Fire, Piercing
Immunities Acid, Poison; **Exhaustion**, **Grappled**, **Paralyzed**, **Petrified**, **Prone**, **Poisoned**, **Restrained**, **Unconscious**
Senses **Darkvision** 60 ft., **Tremorsense** 60 ft.; Passive Perception 11
Languages Primordial (Aquan, Terran)
CR 6 (XP 2,300; PB +3)

Traits

Corrosive Body. Nonmagical ammunition is destroyed immediately after hitting the elemental and dealing any damage. Any nonmagical weapon takes a cumulative −1 penalty to attack rolls immediately after dealing damage to the elemental and coming into contact with it. The weapon is destroyed if the penalty reaches −5. The penalty can be removed by casting the ***Mending*** spell on the weapon.

The elemental can eat through 2-inch-thick, nonmagical metal or wood in 1 round.

Ooze Form. The elemental can enter an enemy's space and stop there. It can move through a space as narrow as 1 inch without expending extra movement to do so.

Actions

Multiattack. The elemental makes two Acidic Slam attacks.

Acidic Slam. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 14 (2d8 + 5) Bludgeoning damage plus 7 (2d6) Acid damage. Nonmagical armor worn by the target takes a –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. The penalty can be removed by casting the ***Mending*** spell on the armor.

Engulf. The elemental moves up to half its Speed without provoking **Opportunity Attacks**. *Dexterity Saving Throw:* DC 16, each creature whose space the elemental enters for the first time during this move. *Failure*: 14 (4d6) Acid damage, and the target is engulfed. An engulfed target is **suffocating**, can't cast spells with a Verbal component, has the **Restrained** condition, and takes 12 (4d6) Acid damage at the start of each of the elemental's turns. When the elemental moves, the engulfed target moves with it. An engulfed target can try to escape by taking an action to make a DC 16 Strength (**Athletics**) check. On a successful check, the target escapes and enters the nearest unoccupied space. *Success:* Half damage, and the target moves to an unoccupied space within 5 feet of the elemental. If there is no unoccupied space, the target fails the save instead.

Smoke Elementals

Smoke elementals are comprised of both air and fire. They reside on the Plane of Ash that exists between the planes of fire and air, and they seek to unify the two elements whenever possible. These elemental spirits are feared and respected by residents of both the Plane of Air and the Plane of Fire. They often work in the employ of great and powerful **Efreeti** lords as assassins, especially when the target is a creature who needs to breathe. They excel at using their natural abilities to deprive other creatures of air and suffocate them in silence.

Smoke elementals speak both Auran and Ignan in hissing, cracking tones. They can vary widely in appearance depending on their place of origin. Roll on the Smoke Elemental Compositions table to inspire the elemental's appearance.

Smoke Elemental Compositions

1d6	The Smoke Elemental's Body Features...
1	Vibrantly colored gasses and fumes.
2	Mostly transparent gas that is difficult to see.
3	Sinister features obscured in a smoky mass.
4	Burning cinders and flickering sparks.
5	Soot that smells like cedar, cloves, incense, or burning meat.
6	Shifting patterns and shapes that look like creatures.

Smoke Elemental

Large Elemental, Neutral

AC 15 **Initiative** +10 (20)
HP 119 (14d10 + 42)
Speed 15 ft., Fly 80 ft. (hover)

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 13	+1	+1	**DEX** 19	+4	+4	**CON** 16	+3	+3
INT 6	-2	-2	**WIS** 12	+1	+1	**CHA** 6	-2	-2

Resistances Bludgeoning, Lightning, Piercing, Slashing
Immunities Acid, Fire, Poison; **Exhaustion**, **Grappled**, **Paralyzed**, **Petrified**, **Poisoned**, **Prone**, **Restrained**, **Unconscious**
Senses **Blindsight** 60 ft., **Darkvision** 60 ft.; Passive Perception 10
Languages Primordial (Auran, Ignan)
CR 6 (XP 2,300; PB +3)

Traits

Polluted Aura. At the end of each of the elemental's turns, each creature in a 10-foot **Emanation** originating from the elemental takes 7 (2d6) Poison damage. Creatures in the Emanation are **Poisoned** if they are not holding their breath. Poisoned creatures in the Emanation are **suffocating**.

Smoke Form. The elemental can enter a creature's space and stop there. It can move through a space as narrow as 1 inch without expending extra movement to do so.

Actions

Multiattack. The elemental makes two Claw attacks.

Claw. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 14 (3d6 + 4) Slashing damage, plus 7 (2d6) Fire damage.

Violent Gasp (Recharge 4-6). *Constitution Saving Throw:* DC 14, each creature in the elemental's space. *Failure:* 29 (4d12 + 3) Poison damage and the target has the **Poisoned** condition. While poisoned, the target is **suffocating**, and the target takes 7 (2d6) Fire damage plus 7 (2d6) Poison damage at the start of each of their turns. The target can attempt the save again at the end of each of their turns, ending the condition on a success. *Success:* Half damage only.

Spellcasting. The elemental casts one of the following spells, requiring no Material components and using Constitution as the spellcasting ability (spell save DC 14):

At Will: ***Fog Cloud***, ***Minor Illusion***
3/Day Each: ***Darkness***, ***Fireball***
1/Day Each: ***Cloudkill***, ***Confusion***, ***Phantasmal Killer***

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